

## End of Turn

- ① Skip when starting a new game.
- ② **Check stacking limits: 2 per hex, not counting HQ/General/Hero. Eliminate units until limits are met.**
- ③ Discard all cards from the card track.
- ④ If the turn track indicates shuffle, shuffle all discards into the deck.
- ⑤ Move the turn marker one turn ahead on the Turn Track.
- ⑥ Proceed with next phase (US Amphibious) until:
  - either US division suffers catastrophic loss (ending the game)
  - OR**
  - the end of the scenario (calculate victory points).

## D-Day at Omaha Beach - Flipbook v3.1

### Acknowledgements

I was inspired by the flipbook for RAF: Battle of Britain 1940 (also by John Butterfield). Highly functional and smartly designed, that flipbook - based on earlier work by Erin Sparks (rockhpi on BGG) - really speeds up the process of mastering the game. After RAF, I went for DDaOB and many times I longed for a flipbook for this game, which is so much more complex. RAF feels like a game with high simulation value while DDaOB feels like a simulation with gaming aspects. Finally, I decided to make one myself.

I wish to convey my gratitude to Gordon Watson (domus\_ludorum on boardgamegeek) for allowing me to use his phenomenal player aids for DDaOB as a base for the tables in this flipbook. And of course to John Butterfield for his excellent game.

### Use

This flipbook is not a replacement for the original rule book. It is designed as an accompaniment during game play. It tries to offer all relevant rules and tables to a certain phase in a condensed manner. Those new to the game will find this flipbook useful and perhaps also experienced players who haven't played for a while. It contains all the rules for the Extended Game (turn 17-32) but not the optional rules. The Terrain Effects Chart is printed two times, for ease of reference during move and combat actions. Every Phase starts on a new page and to make all pages relevant, i.e. to reduce the 'flipping' to an absolute minimum, I used the first page for the 'End of Turn' phase.

Jan Tuijp

### Legend

Rules for the Extended Game are marked green, to distinguish them from surrounding basic rules

Free actions are marked dark blue

- ① Actions are marked by a closed circle with a white ring
- ② Optional actions or Choices are marked by an open circle with a black dot
- Conditions / requirements are marked with a checkbox
- Notes are marked with a small arrow

Important Rules that are easily overlooked are marked red

FoF = Field of Fire

### German Communication<sup>1</sup>

A German unit or position is in **COMMUNICATION** if it can trace a path of any length to a exit hex through friendly or uncontrolled territory (not through rough hex, beach or pavilion adjacent to beach).



- Hex adjacent to German unit is **still** in COMMUNICATION.
- When German position is US controlled but unoccupied, it can still be in COMMUNICATION.
- Occupied German Reinforcement Position may trace COMMUNICATION through 1 adjacent **bocage** hex, even if hex is controlled (but not occupied) by US.
- At start of **German Fire Phase** established status of COMMUNICATION does not change through Phase.
- During US Attack Phase, COMMUNICATION determined at moment of attack.

<sup>1</sup> German Communication is referred to on many pages. Rather than repeat this section on all those occasions, it is printed here for ease of reference.

# Amphibious Landing

## Step 1: Landing Checks

Landing ◆A ▲B ●D

- ① Draw Landing Card for Sector
- ② Cross Reference US Units Target Symbols (▲◆●) in Beach Landing Boxes with Landing Tables
  - HQ's and Generals do not check for landing hazards, but HQ *can* be affected by Submerged Mine Explosions. If stacked with unit that drifts they can choose to drift with it.
  - When landing on a tide-level change turn - landing units land at the new level, already landed units have until the end of turn to avoid a rising tide, or be eliminated (exception: units with climb cliff marker).

### ③ Turn 15+:

	A	B	C	D
Infantry 	Do not check for landing hazards, but may strike a mine			
DUKW Artillery 	Eliminated	Lose 1 step	Lose 2 steps	No effect
Artillery, Anti-Aircraft & Anti-Tank 	Delayed - place 3 turns ahead on the turn track	Delayed until June 7 <sup>th</sup> / remove from play	No effect	Lose 1 step

- A unit that drifts beyond the eastern- or western-most approach box is delayed – place it two turns ahead on the Turn Track

## Step 2: Submerged Mine Explosions

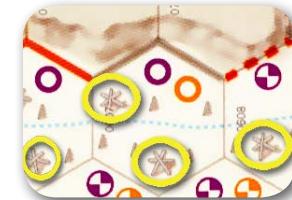
If landing card includes Exploding Mine symbol (✿)

- **Exception HQ:** If an HQ unit is the only unit available to suffer loss due to a mine explosion, it does not lose a step. Instead it is delayed; place the HQ two turns after the current turn on the turn track.
- **Exception Generals:** Generals are not affected by mine explosions
- ① **Turn 17-22:** If units pass through hex with uncleared obstacles, remove step from 1 unit of your choice
- ① **Turn 23-32:** no more checks required. Proceed with Step 2 (if necessary)



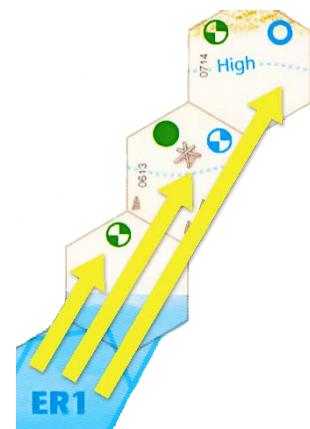
## Step 3: Landing US Units

- ① All units in Beach Landing boxes land (move every unit from Beach Landing box to waterline hex matching current tide level)
  - Units landing across sector boundary come in command of other division for remainder of game; place a Command Transfer marker on it



## Step 4: Placing Units in Beach Landing Boxes

- ① Place the units from the Turn track in their designated boxes
  - ② Voluntary Delay - beginning turn 7, you may choose to delay a unit's arrival
  - ③ Any delayed unit entering after turn 10 may be placed in any beach box, in either sector
    - If a unit has a designation but no number, place it in any box of that designation
    - If a unit has only a division number (1<sup>st</sup> or 29<sup>th</sup>), place it in any lettered Beach Landing Box in that sector
    - Only Ranger Infantry may be placed in CH Landing Boxes (although other units may drift there)
    - Beach Landing Boxes without ID letters may only be entered as a result of drift
    - **Generals may not be placed alone** if there are other units scheduled to arrive on the same turn
    - **Max 2 units per Beach Landing Box** (Generals/HQ's do not count)



# 1<sup>st</sup> Event Phase

- ① **Turn 2-31 (skip on Turn 32):** Draw an event card and implement the event listed for the current turn. In case of events on depth, reinforcements or Kampfgruppe Meyer, refer to the following

## Placing Depth Markers

- Some events call for placement of US Hero and German depth marker. Place depth marker in same sector as hero, if possible.
- ① Draw from appropriate depth marker pool
  - For WN unit, draw from WN depth pool
- ① Place depth marker beneath German unit without a depth marker, unrevealed. Use the following priorities:
  1. Choose German unit closest in hexes to US unit
  2. If two or more units are equidistant choose the unit:
    - a) In single-hex WN position
    - b) Then in two-hex WN position
    - c) Then in reinforcement position
      - if more than one unit: place depth marker in position with lowest ID (no ID = 0)
      - two or more positions same number: place marker in position with lowest letter
  - German unit must be in **COMMUNICATION** in order to receive depth marker
  - Disrupted units may receive depth marker
  - If sector named in event has no German unit eligible to receive depth marker, place depth marker with unit in other sector
  - If neither sector has eligible unit, no depth marker is placed
  - A depth marker may only be placed in German occupied position
  - Depth markers never occupy hex on their own
  - Depth markers may be placed with German unit that lost depth marker due to attack or barrage



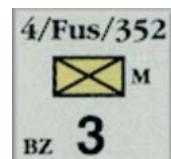
Reinforcement Position

## Reinforcements

- Reinforcement unit must be in COMMUNICATION**
- May not be placed on reinforcement positions without ID**
- ① Draw unit from TR pool for each reinforcement
  - If TR pool is empty, draw from DR pool instead. **DR units enter play with depth marker (building or mobile).**
  - **If both TR pool and DR pool are empty, reinforcement does not enter play. If you run out of reinforcements during a multiple-reinforcement event, apply priorities to map in stead of sector.**
- ① Place unit face down *without a depth marker* in **empty** reinforcement position in **COMMUNICATION** in listed zone. Select specific position by following priorities:
  1. Position adjacent to a US unit. Place in lowest numbered position if 2 or more are adjacent.
  2. Position within 2 hexes of US unit. Place in lowest numbered position if 2 or more qualify.
  3. The lowest numbered position
  - if no positions in listed zone can trace **COMMUNICATION**, reinforcement unit does not appear

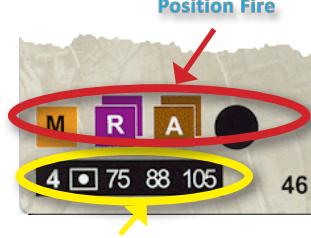
## Kampfgruppe Meyer

- ① Randomly select 4 units and 2 depth markers from KG Meyer. Place units in DR pool and depth markers in Mobile Depth box. If all 8 KG Meyer units are released, subsequent KG Meyer events are ignored.



# German Fire Phase

## Step 1: Position Fire



### ① Draw Fire Card for Sector

	① Any position matching depicted color fires if occupied by unDISRUPTED German unit (with or without a depth marker) ② If German unit is DISRUPTED, remove DISRUPTED marker
	① Positions with double symbols matching depicted color fire if occupied by unDISRUPTED German unit <u>with a depth marker</u> ② If German unit is DISRUPTED, remove DISRUPTED marker
	① Armor Hit Bonus (all US armoured units in the position's field of fire are considered non-armoured)
	① Leader Hit Bonus (one Hero / General / HQ / Command Post in the position's intense or steady FoF is hit, if the position's hit limit is not satisfied by other losses)
	Current US Target Symbol

- WN positions in two hexes are considered one position (*all* units have to be DISRUPTED to prevent fire)
- German positions may fire across boundary
- Dots appear on side of hex nearest to projecting position

### Applying hits:

- #Possible hits = #German units and depth markers
- When 2-step regular infantry (not Ranger) is reduced to 1-step, place the 2-step marker in its division's Loss box (catastrophic loss); leave the reduced marker in play
- #Possible hits = 2x #German units and depth markers**
- US units hit once per turn max (may be DISRUPTED also)
- US units hit more than once per turn**
- Hero killed = flip to Inspired
- General hit = flip to lightly wounded; on 2<sup>nd</sup> hit General is killed
- Leaders do not become DISRUPTED
- HQ hit = disorganized: place two turns later on turn track**
- Command Post hit = revert to HQ: remove marker from Command Range track**
- If unit with Hero/Inspired marker eliminated, so is marker (optional: hero may sacrifice)
- Attempt to hit as many US units as possible! Leaders are hit last!

### ② Resolve fire<sup>1</sup>

Fire Dot in US-occupied Hex	Fire by WN position or revealed reinforcement position	Fire by unrevealed reinforcement position
Intense Fire	US units of every type and target symbol lose a step.	US units of every type and target symbol <b>lose a step</b> and are DISRUPTED
Steady Fire	Non-armoured US units with the target symbol lose a step.	Non-armored US units with the target symbol <b>lose a step</b> and are DISRUPTED
Sporadic Fire	Non-armoured US units with the target symbol are DISRUPTED	
<b>Concentrated Target:</b> US units in a hex with five or more steps are considered to match the target symbol, whatever their actual symbol.		
<b>Selection Priorities:</b> then, within fire dot priority, choose closest to firing unit, then unit with most steps		

- Remove DISRUPTED markers from any German position whose color appears on the fire card, whether or not the unit has a depth marker.

<sup>1</sup> A DISRUPTED position cannot fire.

## ① German Action Summary

		F	O	★	R	M	P	A
	WN Position							
Occupied	US units in FoF	<b>FIRE</b>	<b>FIRE</b> may hit armour (6.36)	<b>FIRE</b> may hit leader (11.4)	<b>FIRE</b>	<b>FIRE</b>	<b>FIRE</b>	<b>FIRE</b>
	No US units in FoF	<b>NO ACTION</b>	<b>NO ACTION</b>	<b>NO ACTION</b>	<b>NO ACTION</b>	<b>MORTAR FIRE</b> hit US units with indicated target symbol within 5 hexes, 2 hexes on high ground (16.5) otherwise <b>NO ACTION</b>	<b>NO ACTION</b>	<b>ARTILLERY FIRE</b> If WN has artillery, hit one US unit (16.7) otherwise <b>NO ACTION</b>
Unoccupied	In German COMMUNICATION	<b>NO ACTION</b>	<b>NO ACTION</b>	<b>NO ACTION</b>	<b>RE-OCCUPY</b> place eliminated WN unit in the position (16.1) <b>NO FIRE</b>	<b>NO ACTION</b>	<b>NO ACTION</b>	<b>NO ACTION</b>
	OPTIONAL VARIANT: GERMAN ARMOUR UNIT (23.4)	<b>FIRE OR MOVE</b> fire if US units in Field of Fire - may hit armour - may hit leader if * otherwise move up to 4 hexes			<b>OVERRUN</b> move up to 4 hexes; may move through 1 non-armour US-occupied hex; if no move possible and US units in Field of Fire: <b>FIRE</b>	<b>MOVE OR FIRE</b> move up to 4 hexes if no move possible and US units in Field of Fire: <b>FIRE</b>	<b>POSITION and FIRE</b> move up to 3 hexes, then <b>FIRE</b> if adjacent to US unit; if no move possible and US units in Field of Fire, <b>FIRE</b>	<b>AIMED FIRE</b> fire if adjacent to US unit, otherwise move up to 4 hexes
	Reinforcement Position	F	O	★	R	M	P	A
Occupied	US units in FoF	<b>FIRE</b>	<b>FIRE</b> may hit armour (6.36)	<b>FIRE</b> may hit leader (11.4)	<b>RE-SUPPLY and FIRE</b> place depth marker (if none) before firing	<b>FIRE</b>	<b>PATROL</b> DISRUPT all US units in the positions intense & steady Fields of Fire <b>NO FIRE</b>	<b>ADVANCE or FIRE</b> attempt advance if ► to unoccupied position or <b>FIRE</b> <b>A</b>
	No US units in FoF	<b>NO ACTION</b>	<b>NO ACTION</b>	<b>NO ACTION</b>	<b>REDEPLOY</b> <b>R</b>	<b>MORTAR FIRE</b> hit US units with indicated target symbol within 3 hexes (16.5) otherwise, <b>NO ACTION</b>	<b>PATROL</b> DISRUPT one US unit within 3 hexes of position (16.6)	
Unoccupied	In German COMMUNICATION	<b>NO ACTION</b>	<b>NO ACTION</b>	<b>NO ACTION</b>	<b>REINFORCE</b> VP position: place reinforcement unit & depth marker (16.4) non-VP position: place reinforcement unit & depth marker only if US unit in intense or steady field of fire	<b>NO ACTION</b>	<b>NO ACTION</b>	<b>AMBUSH</b> 1 US unit with target symbol in positions Field of Fire is hit or <b>NO ACTION</b> <b>A</b>

Check for Actions (order by number/letter if necessary):

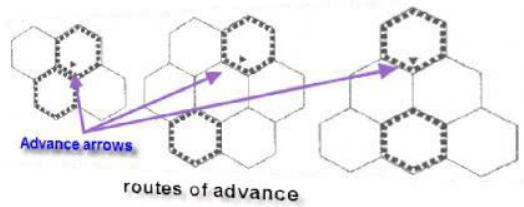
- every occupied WN/Reinforcement position
- every unoccupied WN position in German Communication
- every unoccupied reinforcement position within two hexes of a US unit and in German COMMUNICATION
- if necessary, use following order: higher numbered position first, then higher lettered position

## A dvance

Occupied German position advances (►) to position not occupied.

Attempt advance if:

- No US units in FoF except Garrisons (Garrisons are removed from map if German advance successful)
  - Revealed, 352<sup>nd</sup> + depth marker
  - Unrevealed + depth marker
- (else: **FIRE**)



### Advance attempt

STEP 1: Determine route of advance (RoA - any hexes in appropriate diagram)

**STEP 2:** If no US units in RoA (any hexes in appropriate diagram), move German unit (and depth marker) to destination

**STEP 3:** If US units in RoA, **DISRUPT** defenders:

- All units other than infantry and tank
- All infantry and tank units with current  $\blacklozenge\triangle\bullet$

**STEP 4:** Determine effective US defense: add up strength of non-**DISRUPTED** US units in RoA (double strength of units in building and bocage hexes – US unit with hero gains one strength, after terrain adjustments):

- = 7: Advance repulsed
- < 7: Advance successful: remove step from US unit of choice in RoA and move German unit to destination; if occupied, move unit(s) to adjacent hex of choice not in RoA. Other US units in RoA are not moved.
  - ▷ If German unit with mobile/building depth marker advances to hex with/without buildings, switch markers if available.
  - ▷ Advance actions occur after all other German actions!
  - ▷ If advance occurs in B1 and A7 or A6 = German occupied, unit in B1 advances to other position; else to A7

## Ambush

Ambush is conducted by an unoccupied German Reinforcement position

- ① 1 US unit with current  $\blacklozenge\triangle\bullet$  under  $\bullet$  fire loses 1 step
- OR
- DISRUPTS 1 US unit with current  $\blacklozenge\triangle\bullet$  under  $\bullet$  or  $\circ$  fire
  - ▷ No more than 1 unit may be hit by an Ambush by a single position
  - ▷ Select unit closest to Ambush first, than unit with most steps



## R redeploy

German Occupied Reinforcement position in Communication with no US units in FoF **REDEPLOYS** if:

- Unoccupied Reinforcement position in Communication in same sector has US units in FoF
- ② Move unit/depth marker to empty reinforcement position  
*Prioritize:*
  1. VP position
  2. Lower numbered position (no ID = 0)
  3. More US strength points in FoF

## Step 2: Artillery Fire

### Turn 4-32: Check for Artillery Fire

Count all **undisrupted** artillery units in the sector (both WN and Sector Artillery Box) having the calibers listed on the card.

Total ≥ Artillery Value : 1 US unit with current  $\blacklozenge\triangle\bullet$  in sector is hit:

*Prioritize*

- |                      |                   |
|----------------------|-------------------|
| 1. Infantry unit     | Beach Landing Box |
| 2. Non-infantry unit | beach hex         |
| 3. Non-infantry unit | Beach Landing Box |
| 4. Infantry unit     | beach hex         |

*select the unit with the most steps!*



*Artillery*      *Calibers*

*Observer Positions*



*Sector Artillery Box*

- ▷ If all Artillery Observer Positions are in US control<sup>1</sup>, flip corresponding unit in Sector Artillery Box to its inactive side
- ▷ If any AOP becomes occupied or in German COMMUNICATION, flip the unit back to its active side
- ▷ Garrisons may not be targeted by mortar/artillery fire

<sup>1</sup> Generals, Heroes, and do not control hexes. All other US units control hexes they occupy. Infantry with 2 or 3 steps and Armour of any step level control occupied hex and all adjacent hexes, even if DISRUPTED. US units also control from high ground but not to.

## 2<sup>nd</sup> Event Phase

- ① **Turn 17-31 (skip on turn 32):** draw an event card and implement the event listed for the current turn. In case of events on depth, reinforcements or Kampfgruppe Meyer, refer to the following

### Placing Depth Markers

- Some events call for placement of US Hero and German depth marker. Place depth marker in same sector as hero, if possible.
- ① Draw from appropriate depth marker pool
  - For WN unit, draw from WN depth pool
- ① Place depth marker beneath German unit without a depth marker, unrevealed. Use the following priorities:
  1. Choose German unit closest in hexes to US unit
  2. If two or more units are equidistant choose the unit:
    - a) In single-hex WN position
    - b) Then in two-hex WN position
    - c) Then in reinforcement position
      - if more than one unit: place depth marker in position with lowest ID (no ID = 0)
      - two or more positions same number: place marker in position with lowest letter
  - German unit must be in **COMMUNICATION** in order to receive depth marker
  - Disrupted units may receive depth marker
  - If sector named in event has no German unit eligible to receive depth marker, place depth marker with unit in other sector
  - If neither sector has eligible unit, no depth marker is placed
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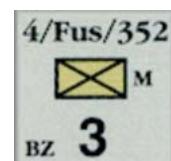
Reinforcement Position

### Reinforcements

- Reinforcement unit must be in **COMMUNICATION**
- May not be placed on reinforcement positions without ID
- ① Draw unit from TR pool for each reinforcement
  - If TR pool is empty, draw from DR pool instead. **DR units enter play with depth marker (building or mobile).**
  - **If both TR pool and DR pool are empty, reinforcement does not enter play. If you run out of reinforcements during a multiple-reinforcement event, apply priorities to map in stead of sector.**
- ① Place unit face down *without a depth marker* in **empty** reinforcement position in **COMMUNICATION** in listed zone. Select specific position by following priorities:
  1. Position adjacent to a US unit. Place in lowest numbered position if 2 or more are adjacent.
  2. Position within 2 hexes of US unit. Place in lowest numbered position if 2 or more qualify.
  3. The lowest numbered position
  - if no positions in listed zone can trace **COMMUNICATION**, reinforcement unit does not appear

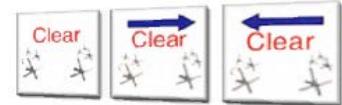
### Kampfgruppe Meyer

- ① Randomly select 4 units and 2 depth markers from KG Meyer. Place units in DR pool and depth markers in Mobile Depth box. If all 8 KG Meyer units are released, subsequent KG Meyer events are ignored.



# US Engineer and HQ Phase

## ENGINEER



- ① **Turn 17-22:** High Tide. Proceed to next phase (US Action)
- ② **Turn 24:** All beach obstacles in mid-tide waterline considered cleared

## ENGINEER BASE

- ① May establish **ONE** Engineer Base **PER DIVISION** in any beach hex (preferably near a draw) in the division's sector that is **not in FoF** of any German position, occupied or in **COMMUNICATION** – place matching marker in Engineer Range track
- OR**
- Advance **ONE** previously established Engineer Base **PER DIVISION** in Engineer Range track 1 space if Engineer Base is not in FoF of occupied German position



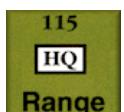
**UNLESS**  
German Artillery Fire in sector (including from Event/Fire card)

**Effects in Engineer Base's range** (all hexes in range and hexes bordering those, but not in FoF):



- ① **Garrisons:** place Garrisons in every unoccupied German position not in FoF
  - ▷ **Shingle Lanes:** shingle hexsides do not impede movement of any units
  - ▷ **Road Clearing:** obstructions (walls, ditches, mines) on pavilion and in draws are cleared
  - ▷ **Traffic Management:** free **move** action for units starting in beach, pavilion or draw hex
  - ▷ EB's cannot be eliminated

## HQ/COMMAND POST



- ① May convert HQ into Command Post (flip HQ unit and place matching marker in Command Range track)
  - ▷ may not convert when under fire or in FoF of unoccupied German position in **COMMUNICATION**
  - ▷ CPs may be abandoned/reverted during Action Phase
- ② Advance previously established CPs in Command Range track one space if CPs are not in FoF of occupied German position

**Effects in CP's range:**

- ① Free actions
- ① Radios
- ① Tank and artillery ranged fire coordination
  - ▷ Range may be counted through FoF
  - ▷ CP in FoF may not command US units
  - ▷ CP is Leader and can be hit by German fire (reverts to HQ, remove Range marker from command track)
  - ▷ CP cannot be eliminated

# US Action Phase

- ▷ **No more than 1 action per unit!!!**
- ▷ **Mind stacking limits (2 per hex, not counting HQ/General/Hero)**

- ① **Turn 17-32:** Perform **three regular actions** and **any free actions**

## MOVE ACTIONS

- ① Consult Terrain Effect Chart

### Free Move Actions

- ◎ **Ranger infantry units (☒)**
- ◎ **A unit with a Hero or Inspired marker**
- ◎ **A unit with a climb, climb cliff or DISRUPTED marker**
- ◎ **HQ units and Generals**
- ◎ **A unit in command of an HQ/General<sup>1</sup>**
- ◎ **An infantry unit conducting a self-preservation<sup>2</sup> move**
- ◎ **A unit in the Command Range of an HQ Command Post**
- ◎ **Movement action in beach, pavilion or draw hexes within Operational Range of a US engineer base**
- ◎ **Revert Command Post to HQ (is not considered an action, so unit may also move) – remove marker from Command Range track**

### Regular Move Actions

- ◎ **Move 1 hex (all units)**
  - ▷ **Infiltration move<sup>3</sup>:** draw **one** fire card – if colors, depth type and current ♦▲● match (of any German position infiltrated) remove one step (**CONCENTRATED TARGET<sup>4</sup> does not apply!**)
  - ▷ **Infantry/HQs/generals may move 2 hexes unless under intense/steady fire or bocage hex without road/trail**
  - ▷ **Tanks on secondary roads may move 2 hexes along secondary/major roads**
  - ▷ **Tanks on major roads may move 4 hexes along major roads**
  - ▷ **Tanks must stop moving under intense fire**
- ◎ **Climb a Bluff** (Infantry, Generals, HQs) – move across bluff and place Climb marker
  - ▷ **(Infantry, Ranger) – don't place a Climb marker, may move one hex only**
  - ▷ **(Leader) – don't place a Climb marker, may move two hexes**
- ◎ **Finish Climb (bluff)** – (**free**) remove Climb marker from climb in previous turn
- ◎ **Climb a Cliff** – move across cliff and place Climb Cliff marker (**infantry only**)
  - ▷ **place a Climb marker (not Climb Cliff)**
- ◎ **Proceed Climbing Cliff** – (**free**) flip Climb Cliff marker
- ◎ **Remove Disruption** (**free - only action possible for any unit with a DISRUPTED marker**)

<sup>1</sup> Unit(s) stacked with or adjacent to HQ unit or General at the start of the Action Phase are **In COMMAND**. Once HQ/General moves, it no longer provides free actions.

<sup>2</sup> An infantry unit in a beach hex may conduct a **self-preservation move** as a free action, consisting of moving the unit from the beach hex it occupies to an adjacent beach hex that is closer to a protective hexside. If the destination hex is not a beach hex, or is equidistant or further from a protective hexside, the move does not qualify as a self-preservation move. Shingle, seawall, slope, bluff and scaleable cliff hexsides are protective hexsides. Sheer cliffs are not.

<sup>3</sup> **Infiltration attempt:** moving US unit from hex adjacent to and in FoF of non-DISRUPTED German position to another such hex. HQ/General cannot infiltrate on their own.

<sup>4</sup> US units with a total of five or more steps are normally considered a **CONCENTRATED TARGET** (having the symbol on the fire card, regardless of the actual symbols on the units' counters).

# Terrain Effects Chart

[Ldrs] [Other] = movement infantry, leaders & other

= German defense (1)

					Yes [Ldrs] Yes [Other] Yes
					Yes [Ldrs] Yes [Other] No, unless entered via road
					Yes [Ldrs] Yes [Other] No
					Yes [Ldrs] Yes [Other] No
					Yes [Ldrs] Yes [Other] No, until cleared by Engineers

(1) Not cumulative

(2) If not submerged

(3) Only if all US units attack through same hexside.

(4) Leaders do not receive climb markers when crossing a bluff.

(5) US unit on high ground may attack across bluff. Germans defend as if attacked across slope.

(6) When moving along a road, unit may cross terrain that was otherwise prohibited.

## COMBAT ACTIONS

- A German position may be attacked by any number of units at once but only once per phase (and may be attacked OR barraged, not both)

### Step 1: Consult Terrain Effect Chart

### Step 2: Choose Combat Action

ACTION TAKEN

#### Free Combat Actions

- ⊕ Ranger infantry units (☒)
- ⊕ A unit with a Hero or Inspired marker
- ⊕ HQ units and Generals
- ⊕ A unit IN COMMAND of an HQ/General<sup>1</sup>
- ⊕ Naval Barrage
- ⊕ A unit in the Command Range of an HQ Command Post
- ⊕ Revert Command Post to HQ (is not action so unit may also attack) – remove marker from Command Range track

#### Regular Combat Actions (Infantry attack/Barrage)

##### Infantry attack (mind Terrain Effects!)

- HQ units and Generals are not affected by the results of an attack
- Full strength units are in possession of ALL weapons, save MG
- Hero(es) provide one weapon wild card<sup>2</sup> OR increase your attack strength by one (choice)

Only ☒☒ can attack (must be adjacent!)

Other units can support/join if they have the action(s) for it:

- ⊕ Heavy Infantry (must be in range<sup>3</sup>)
  - if non-adjacent, can not use DE, BG
  - may attack across bluff/cliff hexside (only if another infantry attacks position from adjacent hexside through allowed hexside)
- ⊕ 
  - must be in range<sup>3</sup> AND
  - adjacent OR
  - adjacent to attacking Infantry OR
  - IN COMMAND OR
  - attacking Infantry is IN COMMAND
- ⊕ 
  - must be in range<sup>3</sup> AND
  - NOT adjacent AND
  - IN COMMAND of HQ (not Gen.) that is also commanding min. 1 attacking Infantry AND
  - non-armored artillery ( ) must not be in FoF<sup>4</sup> unless all Germans are DISRUPTED
- ⊕ Naval Fire may be included:
  - when in possession of naval fire marker AND
  - 1 Infantry has radio OR is IN COMMAND of HQ OR a Hero spends his wild card
- ① Strength of the Naval Fire Marker (9) is added to attack strength
- ① Discard Naval Fire Marker
- ① all weapon requirements for naval fire, artillery and demolitions are met



<sup>1</sup> Units stacked with or adjacent to HQ unit or General at the start of the Action Phase are IN COMMAND. Once HQ/General move, it no longer provides free actions.

<sup>2</sup> The effect is not cumulative. Two heroes provide 1 wild card OR 1 extra attack strength to a particular attack.

<sup>3</sup> High Ground Ranged Fire Restriction: a US unit in a beach or pavilion/draw hex may not conduct ranged fire against a German-occupied position on the high ground, unless that position projects a FoF into at least one beach hex (the position is on the bluff overlooking the beach).

<sup>4</sup> Players probably shouldn't bother with non-armored artillery attacks until turn 17 as the requirements are virtually impossible to meet.

# Terrain Effects Chart

Ldrs Other = movement infantry, leaders & other

= German defense (1)

WaterLine(2) Beach Beach Obstacle Pavilion / Draw High Ground	Yes Ldrs Yes Other Yes	Yes Ldrs Yes Other Yes
Woods / Orchard	Yes Ldrs Yes Other No, unless entered via road	unit and depth strength doubled → unit strength doubled; depth not
Buildings	Yes Ldrs Yes Other Yes	unit and depth strength doubled
Bocage	Yes Ldrs Yes Other No, unless entered via road	unit and depth strength doubled → Infantry may move only one hex if entering a bocage hex not via a road
Rough	No Ldrs No Other No	
Hedge hexside Seawall hexside	Yes Ldrs Yes Other No, unless entered via road	
Shingle hexside Anti-Tank Ditch Anti-Tank Wall	Yes Ldrs Yes Other No	unit strength doubled; depth not (3) → these hexsides do not inhibit US movement if in range of an engineer base
Slope hexside	Yes Ldrs Yes Other No, unless crossed by a road	unit and depth strength doubled (3)
Bluff hexside	Yes, conduct climb action Ldrs Yes (4) Other No, unless crossed by a road	attack prohibited (5) → infantry crossing a bluff does not receive a climb marker, but may only move 1 hex
Scaleable Cliff hexside	Yes, conduct climb action Ldrs No Other No	attack prohibited → infantry can climb a cliff in 2 turns instead of 3
Sheer Cliff hexside	No Ldrs No Other No	attack prohibited
Primary Road Secondary Road Trail	Yes Ldrs Yes Other Yes (6)	tank units can move more than 1 hex through road hexes (17.2)
Mined Road hex	Yes Ldrs Yes Other No, until cleared by Engineers	treat as a normal road if in range of an engineer base

(1) Not cumulative

(2) If not submerged

(3) Only if all US units attack through same hexside.

(4) Leaders do not receive climb markers when crossing a bluff.

(5) US unit on high ground may attack across bluff. Germans defend as if attacked across slope.

(6) When moving along a road, unit may cross terrain that was otherwise prohibited.

## Tank Barrage<sup>1</sup> (ranged attack without infantry support)

- Barrage may be conducted by only one tank
- You may not combine the strengths of tanks into one barrage
- German-occupied hex may be the target of more than one barrage in a single US action phase, but may not be attacked *and* barraged in the same phase
- Barrage against two-hex WN position affects only the units in the target hex
- **Unrevealed** Reinforcement unit may not be barraged
- Tank must be in range but not adjacent to target hex AND**
- Tank must be in FoF of target hex**
- OR**
- UNDISRUPTED** infantry unit occupies a hex in FoF of target hex (as observer)
- If infantry unit is observing, either tank or observing unit must be in command of HQ/General**

- ① Draw Fire card and resolve attack on US Barrage Table:

US BARRAGE TABLE (draw one card to resolve each barrage)					TERRAIN DEFENSE TABLE
Fire Card shows	German depth?	Strength of US Barraging Unit			
		1,2	3 to 5	6 or more	
Neither the German positions's colour of the barraging unit's target symbol.	Either	No effect	No effect	No effect	
The barraging unit's target symbol only.	Yes	No effect	No effect	German unit disrupted	German Defence v US Attack
	No		German unit disrupted		Unit & Depth (x2) Buildings, Bocage, Slope (hs), Bluff-down (hs)
The German positions's colour only.	Yes	No effect	German unit disrupted	German unit disrupted	Unit (x1), depth (x1) Woods/Orchard, Shingle (hs), Anti-tank ditch/Wall (hs)
	No	German unit disrupted			Unit & Depth (x1) Beach, Pavilion, Draw, ough, Hight-Ground, Seawall (hs), Hedge (hs)
Both the German positions's colour and the barraging unit's target symbol.	Either	German unit disrupted	German unit disrupted	German unit disrupted & depth marker removed	Attack prohibited: Sheer Cliff (hs), Scaleable Cliff (hs), Bluff-up (hs)

## Naval Fire Barrage

- German units are not eliminated by naval barrage
- Reinforcement position with unrevealed unit may not be targeted by naval barrage
- Single hex may not be target to barrage and attack in the same US action phase



- One **UNDISRUPTED** US infantry unit with Radio or in command of HQ must be in target's FoF**

- ① Expend naval fire marker to conduct naval artillery barrage against German WN position (revealed or unrevealed) or **revealed** reinforcement position (**free action**)
- ① Place a **DISRUPTED** marker on the unit in the hex - if a depth marker is in the hex, remove it from play
- ① Discard the Naval Marker

## Artillery Barrage Action<sup>1</sup> (Artillery / SP Artillery )

- Unit must be in range but not adjacent**
- Target hex contains WN (revealed/unrevealed) or revealed Reinforcement unit (**unrevealed Reinforcement units may not be barraged**)**
- Artillery unit is in command of HQ or CP (not General)**
- The Artillery unit or an **UNDISRUPTED** infantry unit is in target FoF (to observe)**
- Observing infantry units must be in command of same HQ/CP as Artillery unit**
- Unarmored Artillery may not be in target FoF (so needs infantry to observe)**

- ① Draw Fire card and refer to US Barrage Table

<sup>1</sup> High Ground Ranged Fire Restriction: a US unit in a beach or pavilion/draw hex may not conduct ranged fire against a German-occupied position on the high ground, unless that position projects a FoF into at least one beach hex (meaning the position is on the bluff overlooking the beach).

### Step 3: Resolve Attack

- ① Reveal German unit, if not revealed. Do not reveal **unrevealed depth** marker.
- ② Add up total strength of attacking units and compare to total revealed German units and markers (check for terrain effects on Terrain Effects Chart - if attacking through multiple hexsides, consider favourable -to US- hexside)
- ③ Check Weapons on US Weapons Chart (mind Heroes wild card/attack value)
- ④ Check US Attack Table and apply results
  - ▷ When attacking two adjacent hexes (WN), attack only one hex at a time; the German units in the other hex do not aid the defense in any way and are not affected by the outcome of the attack
  - ▷ No “advance after combat” (do not move units after attack)

US Weapons Chart				
Full strength Infantry or Ranger Infantry		BZ - Bazooka BG - Bangalore Torpedo BR - Browning Automatic Rifle DE - Demolitions MO - Mortar RD - Radio	Anti-air-craft  Artillery  Anti-tank 	MG, BR AR, MO and DE AR and BZ RD NA - Naval Artillery: AR and DE
Infantry with range 2 attacking from adj. hex		MG - all of the above plus Machine Gun		
Infantry with range 2 attacking from non-adj. hex or across bluff/cliff		BZ, MO, RD, BR and MG only		
Tank		AR - Artillery BZ - Bazooka MG - if within 3 hexes of target BR - if within 3 hexes of target		<p>Notes:</p> <ul style="list-style-type: none"> <li>▷ FL = Flanking: US units must be attacking the German-occupied hex from at least two hexes that are adjacent to the target but not to each other. If both the German unit and its depth marker list the flanking requirement, the US units must be attacking from at least three hexes adjacent to the German hex to satisfy the requirement. The three hexes may be adjacent to each other.</li> <li>▷ Hero Wildcard can stand in for any one missing weapon requirement, except FL</li> </ul>

US Attack Table				
Have the required weapons	US Attack Strength	German units & markers in occupied hex		
		Unit Alone	Unit & unrevealed depth marker	Unit & revealed depth marker
NO	less or equal	US attacker disrupted and German gains depth	US attackers disrupted & German unit unrevealed	US attackers disrupted
	greater but not double	German gains depth	US attackers disrupted	<b>No effect</b>
	at least double	German disrupted	Germans disrupted	Germans disrupted & optional attrition
YES	less	German gains depth	US attackers disrupted	<b>No effect</b>
	equal	German disrupted	<b>No effect</b>	Germans disrupted
	greater but not double	German defeated	Reveal the depth marker; compare again and consult the column to the right <sup>1</sup>	depth marker eliminated & unit disrupted
	at least double	German defeated		<b>depth marker eliminated &amp; unit defeated</b>

<sup>1</sup> If depth marker calls for Tactical Reinforcement, German unit is defeated.

- ▷ **US attacker Disrupted:** place **DISRUPTED** marker on every US unit attacking from adjacent hex
- ▷ Optional **attrition:** player may remove step from adjacent attacking US unit and eliminate German depth marker
- ▷ German gains **depth:** (see **STEP 4: Depth**)
- ▷ German Unit **defeated:** if defeated unit is WN unit, 716<sup>th</sup> Division or not In Communication, remove unit from play; if 352<sup>nd</sup> Division & in COMMUNICATION, withdrawal (place face down in Division reinforcement box)
- ▷ Depth marker **eliminated:** remove depth marker from play
- ▷ **German Disrupted:** place **DISRUPTED** marker on German unit
- ▷ German **unrevealed:** flip German unit to unrevealed side

## Step 4: Depth

- ① When Germans gain depth as a result from an unsuccessful attack, draw from appropriate depth marker pool.
  - ◎ For WN unit, draw from WN depth pool
    - If WN depth marker reads **Tactical Reinforcement** (and TR pool is not empty):
      1. Remove depth marker from play
      2. Place unit from TR pool in unoccupied German reinforcement position nearest to WN position from removed depth marker, even if reinforcement position has no ID number
      3. If 2 or more positions equidistant: place reinforcement in position closest to US unit.  
If still equidistant, place reinforcement in lower numbered position (no ID=0)
  - ◎ For reinforcement unit in building hex, draw from building pool (or mobile when building is empty).
  - ◎ For reinforcement unit in any other type of hex, draw from mobile depth pool.
    - ▷ When WN depth pool is empty, choose unit in Reinforcement position
    - ▷ When Mobile depth pools is empty, no depth is added.
    - ▷ If only one marker left when two are needed, apply priorities to map instead of sector.
  
- ② Place depth marker beneath German unit without a depth marker, unrevealed.  
Use the following priorities:
  1. Choose German unit closest in hexes to US unit
  2. If two or more units are equidistant choose the unit:
    - a) In single-hex WN position
    - b) Then in two-hex WN position
    - c) Then in reinforcement position
      - ▷ if more than one unit: place depth marker in position with lowest ID (no ID = 0)
      - ▷ two or more positions same number: place marker in position with lowest letter
  - ▷ German unit must be in **COMMUNICATION** in order to receive depth marker
  - ▷ Disrupted units may receive depth marker
  - ▷ If sector named in event has no German unit eligible to receive depth marker, place depth marker with unit in other sector
  - ▷ If neither sector has eligible unit, no depth marker is placed
  - ▷ A depth marker may only be placed in German occupied position
  - ▷ Depth markers never occupy hex on their own
  - ▷ Depth markers may be placed with German unit that lost depth marker due to attack or barrage

